

Новые энтити

| Новые энтити | | | |
|-------------------------|-----------------|------------------|-----------------------|
| ambient_music | env_counter | func_clock | trigger_bounce |
| generator | env_customize | func_light | trigger_changeparent |
| hud_sprite | env_dynlight | func_monitor | trigger_command |
| info_compile_parameters | env_local | func_physbox | trigger_gravity_field |
| info_portal_destination | env_model | func_platform | trigger_impulse |
| info_texlights | env_particle | func_portal | trigger_inout |
| item_generic | env_projector | func_screenmovie | trigger_lightstyle |
| train_setspeed | env_rain | func_traindoor | trigger_onsight |
| scripted_trainsequence | env_rainmodify | | trigger_playerfreeze |
| momentary_rot_door | env_sky | | trigger_sound |
| monster_target | env_spritetrain | | trigger_startpatrol |
| multi_switcher | env_static | | |
| multi_watcher | env_warpball | | |
| physboxmaker | | | |
| player_keycatcher | | | |
| pushablemaker | | | |

Новое у стандартных энтити Half-Life

В целях экономии места здесь приводится описание только новых настроек, старые пропускаются.

Разумеется, и о назначении энтити упомянуто не будет, поскольку они привычны всем мапперам под Half-Life и Counter-Strike 1.6.

| Новое у стандартных энтити Half-Life | | | |
|---|---|----------------------|--|
| env_beam | func_button | trigger_auto | gibshooter |
| env_fade | func_conveyor | trigger_camera | info_player_start |
| env_funnel | func_door (func_door_rotating,func_water) | trigger_changetarget | info_target |
| env_laser | func_plat (func_platrot) | trigger_multiple | light (light_spot, light_environment) |
| env_render | func_pushable | trigger_once | momentary_door |
| env_shooter | func_rotating | trigger_push | momentary_rot_button (momentary_rot_door) |
| | func_tank (func_tankrocket, func_tankmortar, func_tanklaser) | trigger_relay | monster_alien_grunt |
| | func_tankcontrols | trigger_teleport | monster_barney |
| | func_trackautochange | | monster_generic |
| | func_trackchange (func_trackautochange) | | monster_human_grunt |
| | func_tracktrain | | multisource |

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| | | | |
|--|----------------------------|--|------------------------------------|
| | func_train | | multi_manager |
| | | | path_track |
| | | | player_weaponstrip |
| | | | scripted_sequence |
| | | | weapon_cycler |
| | | | worldspawn |

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